

THE WITCHER

The Adventure Card Game

INTRODUCTION

The Witcher: The Adventure Card Game lets you immerse in a perilous world where witchers have to face various powerful monsters. You will accompany Geralt on deadly missions when your life depends not only on your reliable swords and magical powers, but also on your friends and allies, who will come to your aid when you need it the most.

The aim of each player is to defeat the most dangerous monsters and to acquire the greatest fame. In order to do that you need to put the special abilities of the characters known from the Witcher Saga to good use and entrust Geralt with potentially lethal tasks. There can only be one winner.

The Witcher: The Adventure Card Game is meant for 2 to 4 players and is playable in 30 to 90 minutes (depending on the number of players).

Note: Before you start playing, read all the rules carefully – only then will you be able to explain them to the other players.

OBJECT OF THE GAME

The goal of each player is to collect Gold, which enables them to hire Geralt the witcher, and Attack Cards, which let them defeat the Monsters that plague the lands. In order to accomplish this the players can use the Special Abilities of five Characters (Dandelion the bard, King Foltest, Triss Merigold the sorceress, Vesemir the witcher master and Yarpem Zigrin the dwarf) as well as unique Event Cards collected during the game.

The game ends after the turn in which one of the players defeats their fourth Monster. All the Fame Points – granted for each defeated Monster – are then counted. The player who has the most points wins the game.

Note: If you want to extend the play, you may end the game after the turn in which one of the players defeats their fifth Monster.

GAME COMPONENTS

Enclosed in your **The Witcher** box, you will find the following:

- 110 cards, divided into types: Attacks (52), Monsters (20), Events (15), Locations (10), Characters (5), Geralt Cards (4), Rules summaries (4)
- 24 Gold Tokens
- The Witcher Marker
- A pouch for Gold Tokens
- This rulebook

In case any elements are missing, please contact us by email michal@kuzniagier.com – we will supply the missing pieces as soon as possible.

CARDS

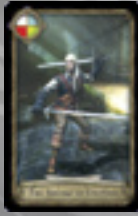
Various card types differ both in their reverses and in their design.

Attack Deck (52 cards)

The cards from this deck represent the four witcher fighting styles. They are divided into: **Steel Sword Attacks** (♣), **Silver Sword Attacks** (♠), **Potions** (♣) and **Signs** (♠) (all with the strength value of 1 or 2). At the beginning of the game each player receives two cards from this deck. During the game they need to collect more of these cards in order to be able to defeat more powerful Monsters.



Attack cards



The Sword of Destiny card

Each of the four Attack classes contains nine cards with the strength value of 1 and three cards with the strength value of 2.

The deck is complemented with four *The Sword of Destiny* cards (♣), which can be used instead of any other Attack (strength value of 1).

Monster Deck (20 cards)

The Monster Deck contains ferocious beasts and abominations which threaten the Witcher universe. By killing the enemies the player gains Fame Points, which are crucial for the victory in the game.

Each Monster Card lists the Monster's name, the Technique necessary to defeat it, the Reward and Fame Points acquired for killing the enemy.



Monsters cards

Technique

The Technique embodies both the strength and the combination of Attacks (represented by specific symbols) which need to be collected in order to kill a Monster.

Fame Points

Below the Monster's name you can see a figure representing the number of Fame Points awarded for defeating this opponent. These points are summed up at the end of the game – the player with the most points is the winner.

Reward

Below the combination of Attacks you can see the description of an additional Reward (earned regardless of the Fame Points) which the player receives immediately after defeating the Monster. This can be Gold Tokens, Attack Cards or other benefits which may prove useful in the further course of the play.

Note: For more information about defeating Monsters see *Fighting the Monsters*.

Event Deck (15 cards)



Event cards

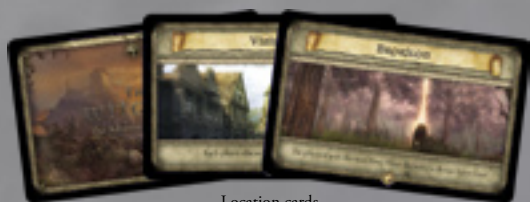
At the beginning of each turn the top card from this deck is revealed. Each card contains a special rule which can be used by the owner of the card – it can grant additional Fame Points or Gold Tokens, a *Trap* to be used against your rival or another unique, helpful effect.

Event Cards can be won in the bidding phase, which takes place by the end of each turn (see *Bidding for Events*).

Event Cards can only be played at the moment specified in the card text.

Location Deck (10 cards)

Locations are the places where Monsters appear. These cards have rules which become valid when a Monster is not defeated quickly enough and takes control of the particular Location. For more information about the rules governing the Locations (see *Ending the Turn*).



Location cards



Character cards

Characters (5 cards)

In order to collect the Attack combination required to defeat a Monster, as well as the amount of Gold necessary to hire the Witcher, the players choose one of the five available Characters each turn. These are: Yarpem Zigrin, Vesemir, Triss Merigold, Dandelion and Foltest.

Each Character is marked with a number from 1 to 5, which determines the order in which the players take Actions in the turn. The Characters also have Special Abilities which should help the players to prepare to the combat in the best possible way.

Characters' Special Abilities:

Yarpem (1): Exchange any Attack Card from hand for an Attack Card lying on the table.

Vesemir (2): Take any uncovered ♣ or ♠ Attack Card from those lying on the table.

Triss (3): Take any uncovered ♣ or ♠ Attack Card from those lying on the table.

Jaskier (4): Draw one card from the Attack Deck.

Foltest (5): Take one ♣ token.

Geralt Cards (4 cards)

These cards represent the four Aspects of Geralt and correspond to the four types of Attacks which can be used when fighting Monsters. Deciding on a given Aspect means that the Witcher has been practising this particular type of Attack and because of this the player who hired Geralt has an extra Attack of this type at their disposal.



Geralt cards

Golden rule: When a card rule contradicts the rulebook, the card rule overrides the game rule.

GOLD TOKENS



Gold is required to hire the Witcher and send him to fight Monsters (see *Bidding for the Witcher*). Gold Tokens can be gained throughout the play in many ways. Every time a player acquires Gold Token(s), it/they need(s) to be randomly drawn from the pouch.

Each player's Gold Tokens should be covered, but placed on the table in such a way that everyone can see how many tokens there are. The value of the tokens drawn needs to be kept secret from the other players.

There are twenty-four Gold Tokens altogether (sixteen with the value of 2 and eight with the value of 3).



THE WITCHER MARKER

The cardboard marker represents Geralt the witcher. The marker determines the order in which the Characters are chosen and is passed on to another player every turn.

GAME SETUP



Before you start playing, you need to do the following:

1. Take all the cards out of the box and divide them up into separate decks (different images on their reverses).
2. Put both the Character Cards and Geralt Cards face up where everyone can see them.
3. Put all the Gold Tokens in the pouch so that no one can see its contents. Put the pouch in an easy-to-reach place.
4. Shuffle the Attack, Monster, Event and Location Decks carefully and put them face down.
5. Put the Attack Deck in the middle of the table. Reveal four cards from the top of the deck (or three in the case of a two- or three-player game) and put them face up beside the Attack Deck.
6. Draw three cards from the top of the Location Deck and put them face up at the top of the table.
7. Randomly draw six cards from the Monster Deck and place them in two rows beside the Location Cards in such a way that there is one Monster Card above and one below each Location Card.
8. Reveal one Event Card and put it on the left-hand side of the table.
9. Deal each player two Attack Cards – the cards need to be held in hand in such a way that the other players cannot see their type and value.
10. Each player receives a rules summary.
11. The person who has most recently played The Witcher computer game or read the Witcher Saga starts the game – you can also choose the starting player randomly. The starting player receives the Witcher Marker, which at the end of the turn will be passed on to the player on their left.

Note: All used cards need to be placed on the Discard Pile corresponding to the particular deck. When one of the decks is exhausted, you need to shuffle the relevant Discard Pile to form a new deck.

TURN OVERVIEW

Each turn is divided into six phases:

1. Choosing a Character
2. Special Abilities and Actions
3. Bidding for the Witcher
4. Fighting the Monsters
5. Bidding for Events
6. Ending the Turn

1. CHOOSING A CHARACTER

The player with the Witcher Marker chooses one of the five available Characters, whose ability they will be using in the current turn. Then, **continuing clockwise**, the remaining players choose the Characters for themselves.

One Attack Card has to be placed face down on the card of each Character who has not been chosen every time this happens. The player who chooses such a Character in the following turns will also collect the card(s) put on it.

2. SPECIAL ABILITIES AND ACTIONS

Once every player has chosen a Character, the Action phase begins. The player having the Character with the lowest number (usually Yarpem with “1” or Vesemir with “2”) is the first to act.

Special Ability

This player, if possible, **has to use** their Character’s Special Ability. These abilities are exceptional assets of the Characters and they are meant to help the players at various stages of the gameplay.

Actions

Having used the Special Ability, the player can perform two Actions from the following:

- drawing a Gold Token from the pouch
- drawing an uncovered Attack Card from the table
- drawing a covered Attack Card from the top of the deck

It is possible to perform the same Action twice.

Note: The players can have an unlimited number of Attack Cards and Gold Tokens. When the player has performed all their Actions, the uncovered Attack Cards need to be replenished back to four (or three in the case of a two- or three-player game). The next player to act is the one having the Character with the following number.

3. BIDDING FOR THE WITCHER

When all the players have performed their Actions, the bidding phase begins – its function is to determine who hires Geralt in the current turn.

In order to hire the Witcher you need to win the bidding (or be the runner-up – see *The Runner-Up in the Bidding* below) by offering the highest stake. You can bid only with Gold Tokens (value 2 or 3).

Starting the Bidding and Passing

The player who has chosen the Character with the lowest number is the first to bid. Then the bidding continues according to the numerical order of the Characters chosen.

The current bidder can either bid up or pass. If the player decides to pass, they quit this bidding and do not take part in it from now on.

Bidding Up and Winning

In order to bid up you need to exceed the value of the current stake by revealing enough Gold Tokens. Once the bidding phase comes full circle, the players can bid up the stake further by offering more tokens, and adding their value to the ones already spent.

The bidding continues in this way until there is only one player left – this is the one who is going to hire Geralt in the ongoing turn.

All the Gold Tokens used in the bidding (both by the winner and by the players who have lost) are returned to the pouch.

Choosing the Aspect

When the bidding is finished, the winner **has to choose** a Geralt Card with one of the four Aspects – either to help themselves or to disturb the enemies in combat. The chosen Aspect is treated as an additional Attack of the type specified on its card.

Note: If none of the players takes part in the bidding, the Witcher is not hired in this turn.

The Runner-Up in the Bidding

The player who was the last to be eliminated in the bidding (they offered the second highest stake) can also send Geralt to fight a Monster. However, this quest starts after the Witcher has finished performing the task for the winner of the bidding. The runner-up in the bidding uses the same Aspect of Geralt which was chosen by the winner.

If only one player has taken part in the bidding, only they can use the Witcher’s services.

Note: In the case of a two-player game only the winner hires the Witcher.

4. FIGHTING THE MONSTERS

Choosing the Opponent

The winner of the bidding takes the chosen Aspect of the Geralt Card and can attack any Monster **from the first row** (the one below the Locations). It is these beasts that directly threaten people, causing terror and destruction. The Monsters from the second row have to “wait” and by the end of the turn, **when all the fights are over**, they replace the defeated enemies. New Monsters from the deck are drawn to replenish the second row.

Note: The winner of the bidding (or the runner-up) may refrain from attacking any Monster if they do not have a sufficient Attack combination.

Technique

In order to defeat a Monster the player has to use a specific Technique, i.e. play the combination of Attacks shown on the Monster Card. They can use the Aspect of the Geralt Card, Attack Cards (including *The Sword of Destiny*) and the Event Cards which they have collected earlier. The total strength of the Attacks used can exceed the one specified on the Monster Card, but any surplus strength is lost.

Example: The following Attack combinations are necessary in order to defeat the following Monsters:



Victory in Combat

The player wins if they manage to play the correct combination of Attacks and none of the other players disturbs them (e.g. by playing the *Trap* card). The winner places the Monster Card in front of themselves to mark the Fame Points earned. Additionally, after killing a Monster the player immediately receives the Reward specified on the card.

Defeat

If Geralt loses (e.g. when someone plays the *Trap* card on him or if the player makes a mistake when preparing the required combination of cards), the player places all the Attacks used on the Discard Pile, and the Monster continues to wreak havoc in the given Location. The player who has failed does not suffer any further consequences.

The Second Attack

If more than one person took part in the bidding, then the player who offered the second highest stake can also attack a Monster from the first row. The rules of combat are the same and the player chooses their enemy from among the Monsters remaining alive.

Discarding the Attack Cards

All the Attacks used in combat should be placed face up on the Discard Pile. If the Attack Deck is exhausted, you need to shuffle the cards from the Discard Pile to form the new Attack Deck.

Note: If one of the players has killed their fourth Monster, the game is over at the end of the current turn (see *Ending the Game*).

5. BIDDING FOR EVENTS

After the combat is over, it is time to bid for the Event Card revealed at the beginning of the turn. The rules which apply here are the same as the rules in the Bidding for the Witcher phase, but Attack Cards may also be used here in any combination. Attacks have value equal to their strength value (1 or 2). *The Sword of Destiny* card is worth 1. The player who has the Character with the lowest number starts the bidding.

The winner of the bidding takes the card and places it face up in front of themselves. If they see fit, they can use it later on in the game – at the time specified in the Event Card text.

All the Attack Cards used in the bidding phase are placed on the Discard Pile. The Gold Tokens are returned to the pouch.

If no one has bid for the Event, it is discarded.

6. ENDING THE TURN

Monster Domination

Before the end of the turn all the Monsters from the first row (below the Location Cards) **which were not defeated by Geralt in this turn** should be rotated through 90 degrees clockwise to indicate that they gradually start taking control of the Locations. If the Monster is rotated three times (through 270 degrees) and the star symbol on the Monster Card touches the star symbol at the bottom of the Location Card, it means that **the Monster has taken control of the Location**.

The player with the Witcher Marker rotates the Monsters and makes any necessary changes in the Locations.



Taking Control of a Location

Once a Monster takes control of a Location, the players should:

1. Follow the instructions from the Location Card (e.g. “Mahakam: The player(s) with the most Fame Points discard(s) a chosen Attack Card from hand.”).
2. Place the Location Card on the Location Card Discard Pile.
3. Place both Monsters from this Location (from the first and the second rows) on the Monster Card Discard Pile.
4. Place all the uncovered Attack Cards on the Attack Card Discard Pile.
5. Reveal a new Location and lay it in the place of the one taken over by the Monster.
6. Reveal two new Monsters – place the first one below and the second one above the Location.

Note: If by the end of the turn more than one Monster takes control of a Location, the player with the Witcher Marker determines the order in which the rules of the Locations which were taken over should be followed.

New Monsters

If a Monster has died during the turn, the Monster from the second row of a given Location should be moved down to replace it, and a new Monster should be drawn from the Monster Deck and put in the empty space.

New Event Card, Replenishing the Attack Cards and Passing On the Witcher Marker

At the end of the turn a new Event Card should be revealed, the uncovered Attack Cards lying on the table should be replenished back to four (or three in the case of a two- or three-player game), and the Character and Geralt Cards should be placed in the middle of the table.

Finally, the player with the Witcher Marker passes it on to the player on their left and a new turn begins.

ENDING THE GAME

The game is over at the end of the turn during which one of the players has defeated their fourth Monster (it is therefore possible for two players to achieve it). Every player sums up the Fame Points for the Monsters killed and also the ones they have received thanks to the collected Event Cards. The player with the most Fame Points wins.

In the case of a tie the slayer of the Monster which is worth more Fame Points wins.

If the game stays unresolved, the player possessing the most Gold wins. We hope you enjoy the game and replay it, trying out the variants with a different number of players.

FAQ

Is it possible to take the *Sword of Destiny* card using the ability of Triss or Vesemir?

No. Their abilities allow only taking cards marked with specific Attack symbols.

Can the *Trap* card affect a chosen Aspect of Geralt card?

No. This card can be played only on an Attack card.

Can the *Trap* card affect the Event cards *Mercenaries* and *A bit of Dedication*?

No. This card can be played only on an Attack card.

Can more than one *Trap* card be played in a single combat?

Yes. Another *Trap* card can be played after determining the effect of the first one.

Does a player lose something if they win the bidding for the witcher, but do not attack any monster?

No. They only lose the Gold tokens used in the bidding.

What happens if a player attacks a monster and it turns out that they do not have a sufficient number of Attack cards to defeat it?

They lose all the Attack cards played to complete the technique. If a player attacks a monster and realizes that they are unable to defeat it before playing the cards, they do not lose anything. However, they cannot attack another monster.

THE WITCHER: THE ADVENTURE CARD GAME

BASED ON BESTSELLING COMPUTER GAME THE WITCHER®
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